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> fak(3);
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n = 3 tmp = ?

Call-Frame Objekt

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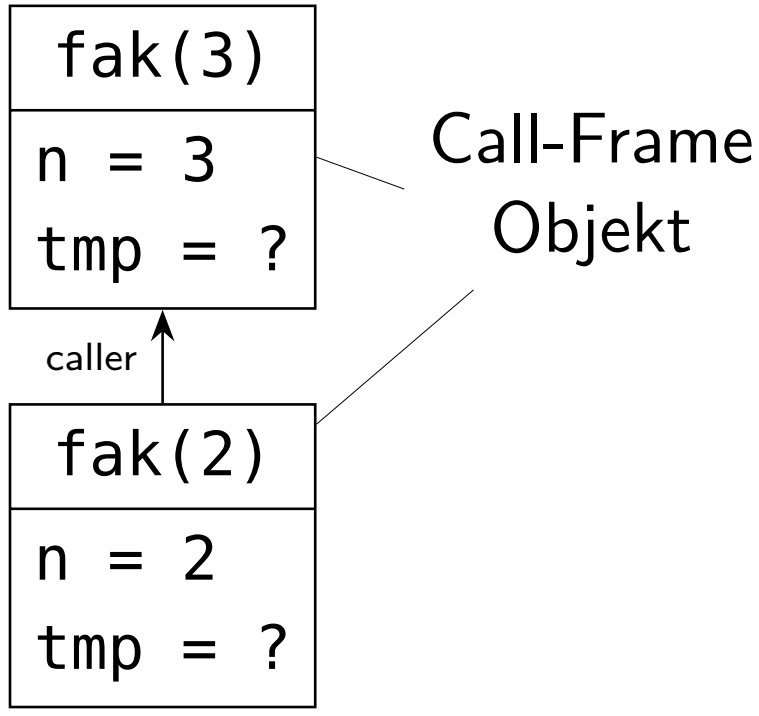


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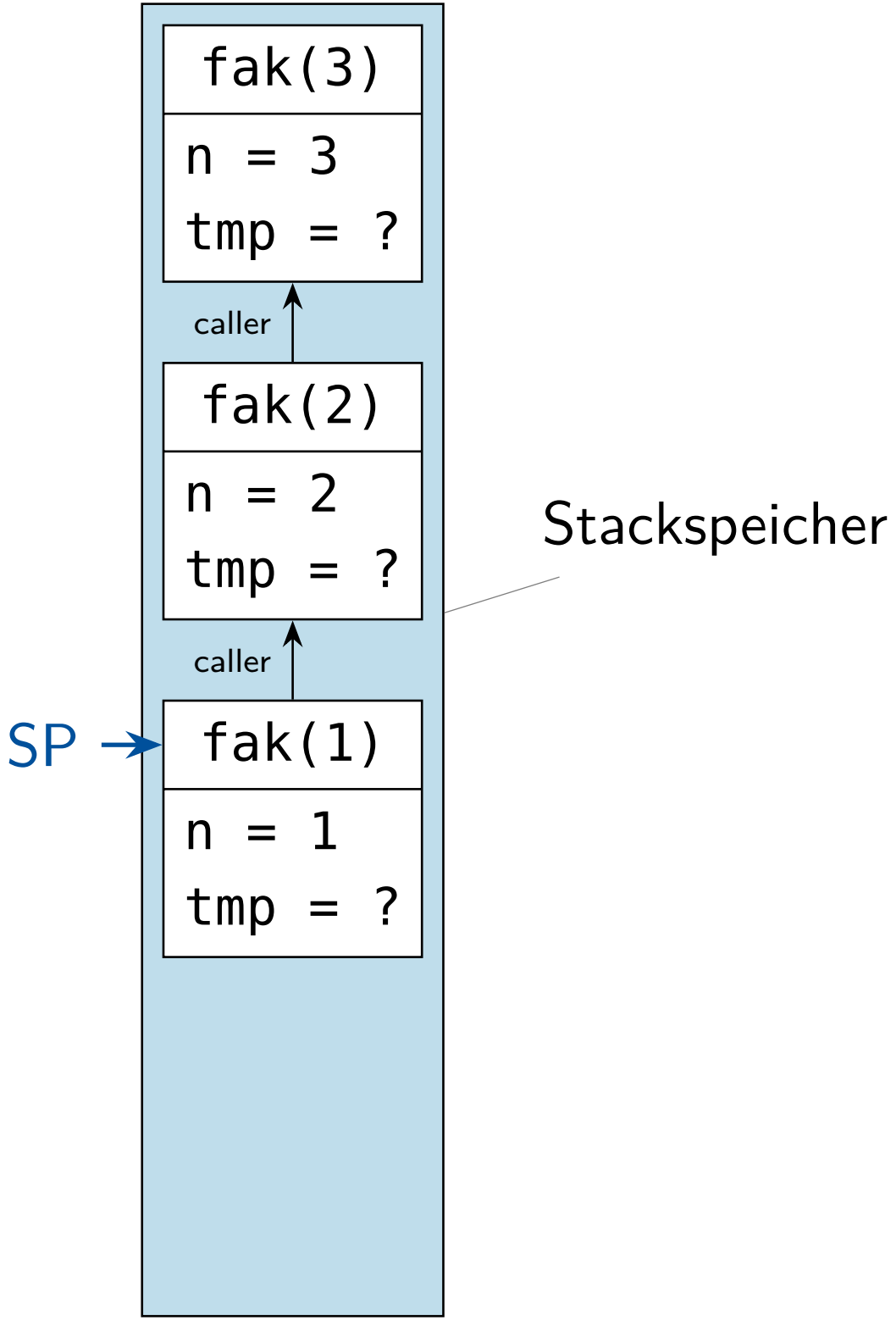

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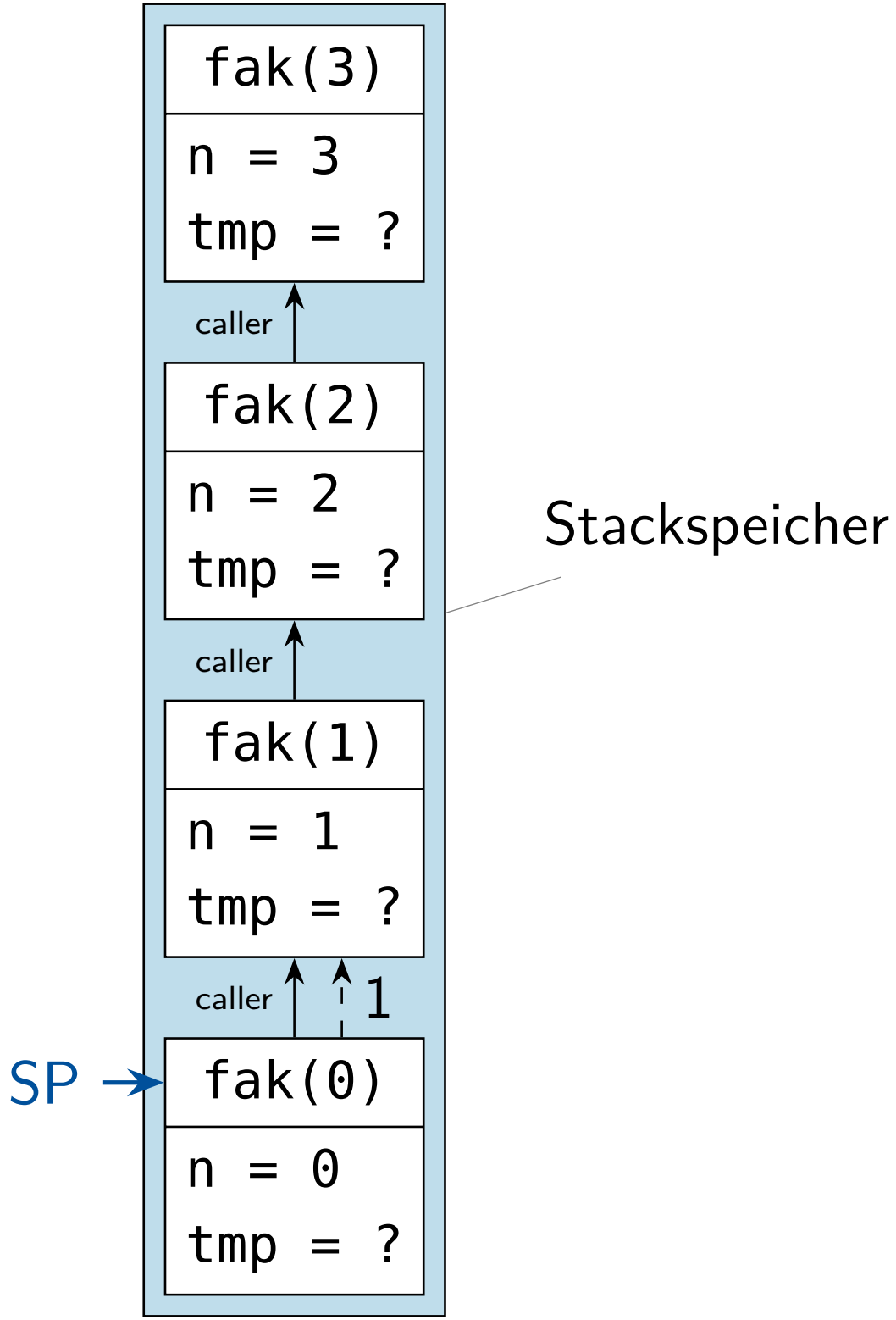

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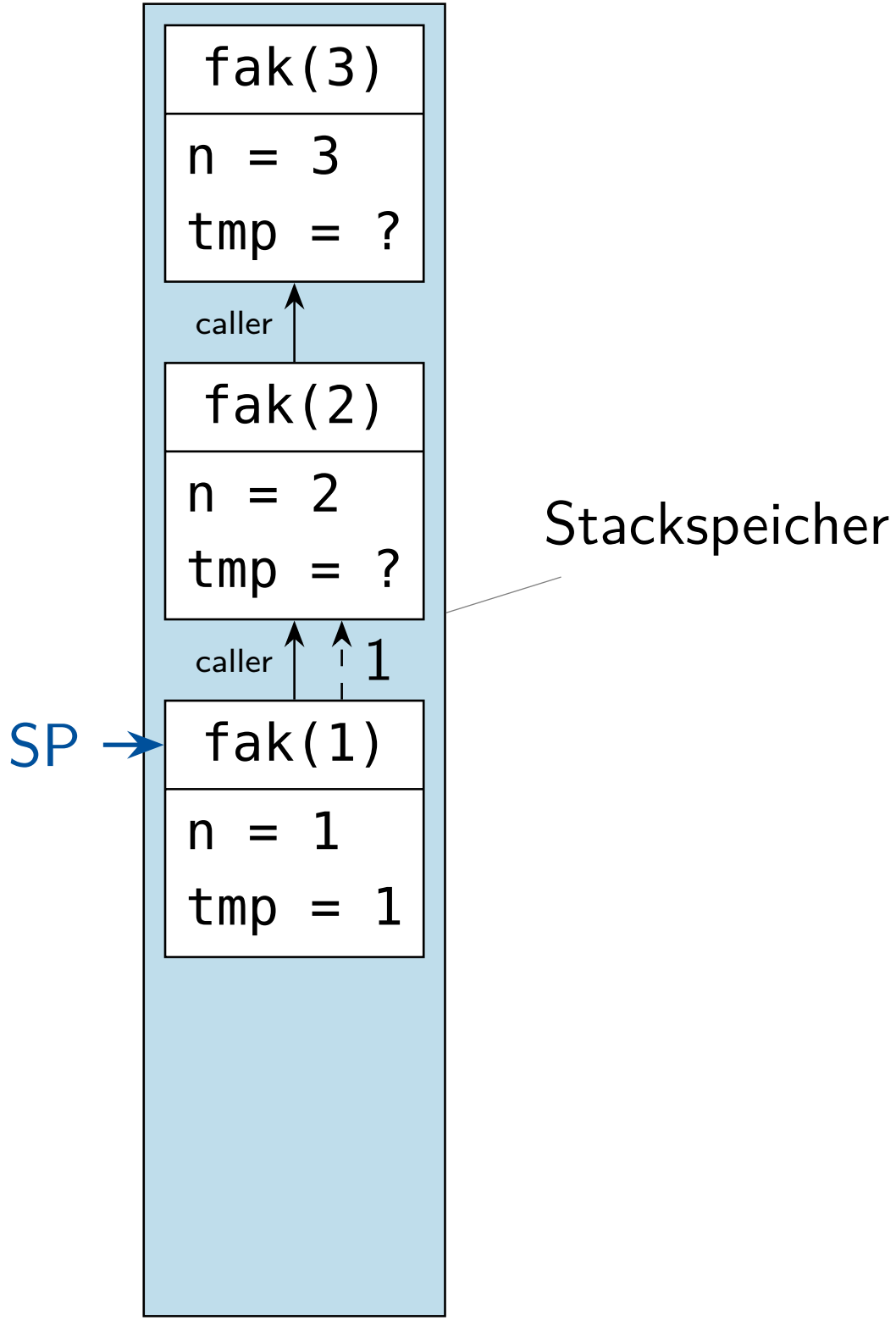

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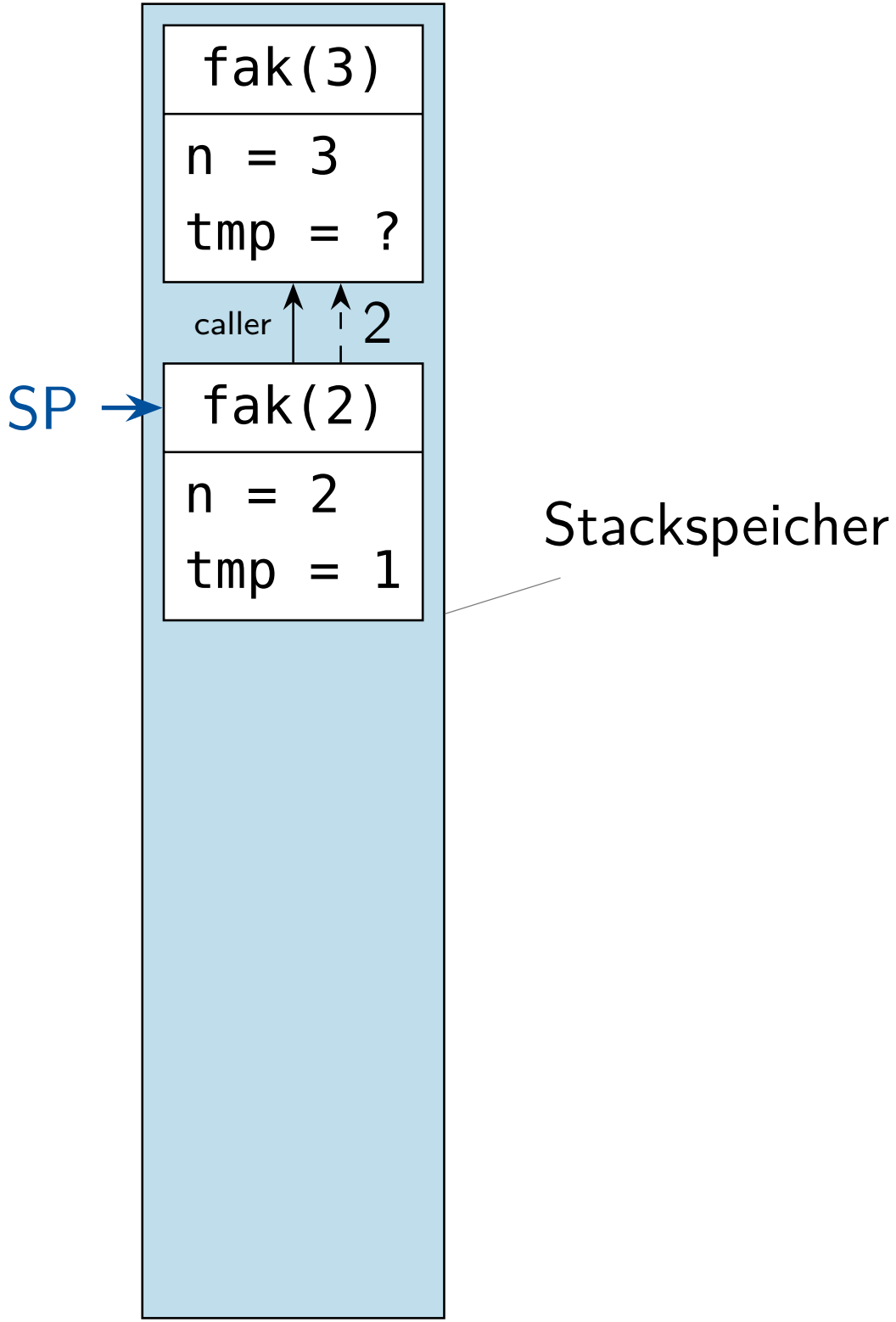

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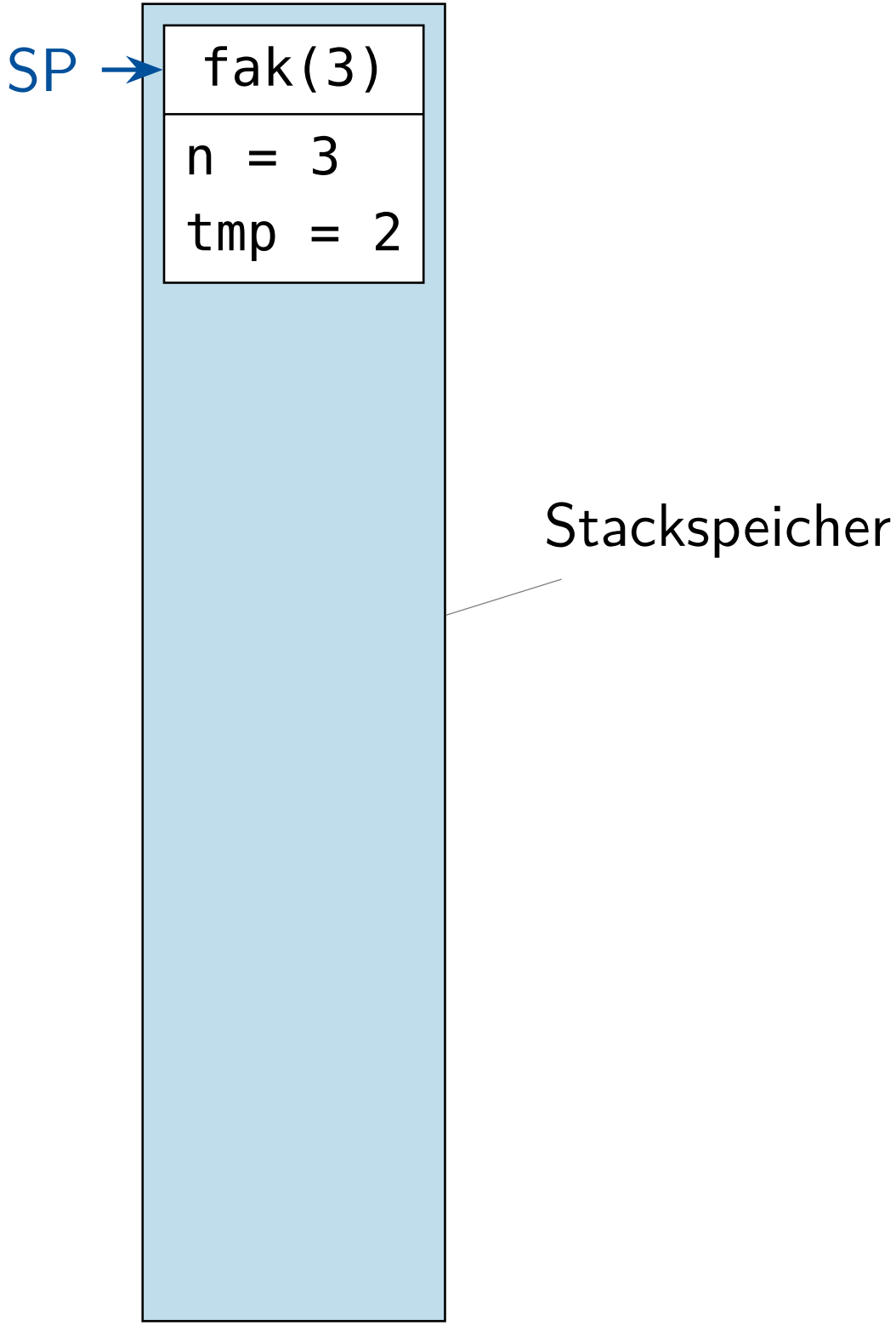

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6;
>
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